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### 1 [Types and persistence in database programming languages](#)

Malcolm P. Atkinson, O. Peter Buneman  
June 1987 **ACM Computing Surveys (CSUR)**, Volume 19 Issue 2

**Publisher:** ACM Press

Full text available: [pdf\(7.91 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Traditionally, the interface between a programming language and a database has either been through subroutine calls, or it has required some form of embedding of one language in another. Recent database and programming language techniques have received some long-overdue recognition. It has been made to construct programming languages with completely integrated database management systems.

### 2 [Evolution of Data-Base Management Systems](#)

James P. Fry, Edgar H. Sibley  
March 1976 **ACM Computing Surveys (CSUR)**, Volume 8 Issue 1

**Publisher:** ACM Press

Full text available: [pdf\(2.63 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

### 3 [Real-time shading](#)

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi  
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(7.39 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was developed, time shading was possible, but only with one-of-a-kind hardware or by combining the effects of many processors. Today, almost every new computer comes with graphics hardware capable of interactively executing thousands of instructions. This course has been redesigned to address today's real-time shading.

### 4 [Human-computer interface development: concepts and systems for its management](#)

H. Rex Hartson, Deborah Hix  
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

**Publisher:** ACM Press

Full text available: [pdf\(7.97 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

*Human-computer interface management*, from a computer science viewpoint, focuses on the pr computer interfaces, including their representation, design, implementation, execution, evaluat presents important concepts of interface management: dialogue independence, structural mode rapid prototyping, development methodologies, and control structures. *Dialogue independence*

5 GPGPU: general purpose computation on graphics hardware

 David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, A: August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available:  [pdf\(63.03 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely latest graphics architectures provide tremendous memory bandwidth and computational horsepower and pixel processing units that support vector operations up to full IEEE floating point precision graphics hardware, making this computational power accessible. Architecturally, GPUs are high

6 IDL: sharing intermediate representations

 David Alex Lamb July 1987 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volu


**Publisher:** ACM Press

Full text available:  [pdf\(1.77 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

IDL (Interface Description Language) is a practical and useful tool for controlling the exchange of components of a large system. IDL is a notation for describing collections of programs and the communicate. Using IDL, a designer gives abstract descriptions of data structures, together with specialize the abstract structures for particular programs. A tool, the IDL translator, generates

7 The elements of nature: interactive and realistic techniques

 Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available:  [pdf\(17.65 MB\)](#)


Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and produce the elements of nature. The presenters will provide movie production, interactive simulation, a task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers interactive graphics hardware-based simulation techniques and the latest physics-based simulation

8 Final report of the ANSI/X3/SPARC DBS-SG relational database task group

 July 1982 **ACM SIGMOD Record**, Volume 12 Issue 4

**Publisher:** ACM Press

Full text available:  [pdf\(4.69 MB\)](#) Additional Information: [full citation](#)

9 Technical reports

 SIGACT News Staff January 1980 **ACM SIGACT News**, Volume 12 Issue 1

**Publisher:** ACM Press

Full text available:  [pdf\(5.28 MB\)](#)

Additional Information: [full citation](#)

10 The FINITE STRING Newsletter: Abstracts of current literature  
Computational Linguistics Staff

January 1987 **Computational Linguistics**, Volume 13 Issue 1-2

**Publisher:** MIT Press

Full text available:  [pdf\(6.15 MB\)](#)  [Publisher Site](#) Additional Information: [full citation](#)

11 Data base directions: the next steps



John L. Berg

November 1976 **ACM SIGMOD Record , ACM SIGMIS Database**, Volume 8 , 8 Issue 4 , 2

**Publisher:** ACM Press

Full text available:  [pdf\(9.95 MB\)](#) Additional Information: [full citation](#), [abstract](#)

What information about data base technology does a manager need to make prudent decisions provide this information the National Bureau of Standards and the Association for Computing M. approximately 80 experts in five major subject areas. The five subject areas were auditing, ev regulations, standards, and user experience. Each area prepared a report contained in these pr

**Keywords:** DBMS, auditing, cost/benefit analysis, data base, data base management, governn objectives, privacy, security, standards, technology assessment, user experience

12 Launching the new era



Kazuhiro Fuchi, Robert Kowalski, Koichi Furukawa, Kazunori Ueda, Ken Kahn, Takashi Chikayama, March 1993 **Communications of the ACM**, Volume 36 Issue 3

**Publisher:** ACM Press

Full text available:  [pdf\(3.45 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

13 A tour through cedar

Warren Teitelman

March 1984 **Proceedings of the 7th international conference on Software engineering**

**Publisher:** IEEE Press

Full text available:  [pdf\(2.08 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


14 Assessing process-centered software engineering environments



Vincenzo Ambriola, Reidar Conradi, Alfonso Fuggetta

July 1997 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volu

**Publisher:** ACM Press

Full text available:  [pdf\(342.52 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Process-centered software engineering environments (PSEEs) are the most recent generation o development activities. They exploit an representation of the process (called the process model development activities, the roles and tasks of software developers, and how to use and control model is therefore a vehicle to better understand and communicate the process. If ...

**Keywords:** CASE, enabling technology, process modeling languages, process-centered softwar process

15 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**



**Publisher:** ACM Press

Full text available: [pdf\(613.63 KB\)](#) [html\(2.78 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index](#)

**16** CODASYL Data-Base Management Systems



Robert W. Taylor, Randall L. Frank

March 1976 **ACM Computing Surveys (CSUR)**, Volume 8 Issue 1

**Publisher:** ACM Press

Full text available: [pdf\(2.82 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**17** Proceedings of the SIGNUM conference on the programming environment for developer



March 1979 **ACM SIGNUM Newsletter**, Volume 14 Issue 1

**Publisher:** ACM Press

Full text available: [pdf\(5.02 MB\)](#) Additional Information: [full citation](#)

**18** Programming languages for distributed computing systems



Henri E. Bal, Jennifer G. Steiner, Andrew S. Tanenbaum

September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3

**Publisher:** ACM Press

Full text available: [pdf\(6.50 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

When distributed systems first appeared, they were programmed in traditional sequential language library procedures for sending and receiving messages. As distributed applications became more common, this ad hoc approach became less satisfactory. Researchers all over the world began designing languages for implementing distributed applications. These languages and their history, their underlying principles,

**19** Data abstraction and information hiding



K. Rustan M. Leino, Greg Nelson

September 2002 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 24 Issue 5

**Publisher:** ACM Press

Full text available: [pdf\(469.27 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This article describes an approach for verifying programs in the presence of data abstraction and features of modern programming languages with objects and modules. This article draws on our automatic program checker, and focuses on the property of *modular soundness*: that is, the property that the individual modules of a program suffice to ensure the correctness of the composite program.

**Keywords:** Abstract variables, abstraction dependencies, extended static checking, modifies clause, oriented programming, specifications

**20** Special issue: AI in engineering



D. Sriram, R. Joobani

April 1985 **ACM SIGART Bulletin**, Issue 92

**Publisher:** ACM Press

Full text available: [pdf\(8.79 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 and notices posted over the ARPAnet. The interest being shown in this area is reflected in the size of the special issue. About half the papers were received over the computer network.

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Full text available: [pdf\(7.91 MB\)](#)

Additional Information: [full citation](#), [abstract](#),

Traditionally, the interface between a programming language and a database has either been the form of embedding of one language in another. Recently, the necessity of integrating database recognition. In response, a number of attempts have been made to construct programming languages ...

#### 3 [GPGPU: general purpose computation on graphics hardware](#)

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH**

**Publisher:** ACM Press

Full text available: [pdf\(63.03 MB\)](#)

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The graphics processor (GPU) on today's commodity video cards has evolved into an extremely tremendous memory bandwidth and computational horsepower, with fully programmable vertex floating point precision. High level languages have emerged for graphics hardware, making this

#### 4 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies**

**Publisher:** IBM Press

Full text available: [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#),

Understanding distributed applications is a tedious and difficult task. Visualizations based on pre-execution of the application. The visualization tool we use is Poet, an event tracer developed at and do not provide the user with the desired overview of the application. In our experience, suc

5 The elements of nature: interactive and realistic techniques

 Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH**

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**Publisher:** ACM Press

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7 Technical reports

 SIGACT News Staff January 1980 **ACM SIGACT News**, Volume 12 Issue 1

**Publisher:** ACM Press



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**Publisher:** ACM Press

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**Publisher:** ACM Press

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Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

11 Data base directions: the next steps



John L. Berg  
November 1976

**ACM SIGMOD Record , ACM SIGMIS Database**, Volume 8 , 8 Issue 4 , 2

**Publisher:** ACM Press

Full text available: pdf(9.95 MB)

Additional Information: [full citation](#), [abstract](#)

What information about data base technology does a manager need to make prudent decisions  
Bureau of Standards and the Association for Computing Machinery established a workshop of a  
were auditing, evolving technology, government regulations, standards, and user experience. E  
p ...

**Keywords:** DBMS, auditing, cost/benefit analysis, data base, data base management, governn  
technology assessment, user experience

**12** The FINITE STRING Newsletter: Abstracts of current literature

Computational Linguistics Staff

January 1987 **Computational Linguistics**, Volume 13 Issue 1-2

**Publisher:** MIT Press

Full text available: pdf(6.15 MB) [Publisher Site](#)

Additional Information: [full citation](#)

**13** IDL: sharing intermediate representations



David Alex Lamb  
July 1987

**ACM Transactions on Programming Languages and Systems (TOPLAS)**,

**Publisher:** ACM Press

Full text available: pdf(1.77 MB)

Additional Information: [full citation](#), [abstract](#)

IDL (Interface Description Language) is a practical and useful tool for controlling the exchange  
notation for describing collections of programs and the data structures through which they com  
together with representation specifications that specialize the abstract structures for particular

**14** A tour through cedar

Warren Teitelman

March 1984 **Proceedings of the 7th international conference on Software engineering**

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Full text available: pdf(2.08 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**15** CODASYL Data-Base Management Systems



Robert W. Taylor, Randall L. Frank

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Full text available: pdf(2.82 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**16** Special issue: AI in engineering



D. Sriram, R. Joobbani

April 1985 **ACM SIGART Bulletin**, Issue 92

**Publisher:** ACM Press

Full text available: pdf(8.79 MB)

Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July




The interest being shown in this area is reflected in the sixty papers received from over six cou

17 Special issue on knowledge representation

 Ronald J. Brachman, Brian C. Smith  
February 1980 **ACM SIGART Bulletin**, Issue 70


**Publisher:** ACM Press

Full text available:  pdf(13.13 MB)


Additional Information: [full citation](#), [abstract](#)

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a  
two useful functions such an issue could serve. First, we hoped to elicit a clear picture of how p  
research, to illuminate the issues on which current research is focused, and to catalogue what a

18 A structural view of the Cedar programming environment

 Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann  
August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,


**Publisher:** ACM Press

Full text available:  pdf(6.32 MB)


Additional Information: [full citation](#), [abstract](#),

This paper presents an overview of the Cedar programming environment, focusing on its overa  
organized. Cedar supports the development of programs written in a single programming langu  
programmers whose activities include experimental programming and the development of prote

19 Curriculum 68: Recommendations for academic programs in computer science: a report o

 William F. Atchison, Samuel D. Conte, John W. Hamblen, Thomas E. Hull, Thomas A. Keenan, Willi  
Earl J. Schweppe, William Viavant, David M. Young  
March 1968 **Communications of the ACM**, Volume 11 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(6.63 MB)


Additional Information: [full citation](#), [reference](#)

**Keywords:** computer science academic programs, computer science bibliographies, computer  
computer science graduate programs, computer science undergraduate programs

20 Programming languages for distributed computing systems

 Henri E. Bal, Jennifer G. Steiner, Andrew S. Tanenbaum  
September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(6.50 MB)

Additional Information: [full citation](#), [abstract](#),

When distributed systems first appeared, they were programmed in traditional sequential langu  
receiving messages. As distributed applications became more commonplace and more sophistic  
world began designing new programming languages specifically for implementing distributed ap

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L2	0	(DDL or data near definition near language) near2 compil\$8 and class near files and shar\$3 same (network or clients) and 717/104-165.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/30 15:57
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L6	59	data near2 definition near2 (language or compiler or library) and 707/1.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/30 16:00
L7	144	data near2 definition near2 (language or compiler or library) and (707/1.ccls. or "717"/\$.ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/30 15:59
L8	421	data near2 definition near2 (language or compiler or library) and "707"/\$.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/30 16:01
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S2	2	("5519866").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2004/08/30 11:58
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S4	18	object near oriented and duplicat\$3 near2 (object or component) and network and data near2 definition near2 (language or compiler or library) and compiler	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/08/30 12:08
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